GS Combat Tactics & Chits

- [A] & [D] : **must have 1+** in *Supply* **not** *Dispersed* unit
- German [A] : # *Tactics* / *Activation* ≤ card *CommandValue*
- German [D] : **1** *CombatTactic* … **VDH** [A] / [D] : ∅
- Allied [A] : **1** *CombatTactic*
- Allied [D] : if card's **formation matches** any unit **and** < 4 steps, in *Communication*, not in danger of *Surround* :
  - add **1 matching** unit : **S** ▲ **#** *Reserve* ⇒ ▲ **#** *OutOfContact*
  - otherwise **1** *CombatTactic*
- **min** *Combat Chit* : **#** [D] **steps**
- **max** *Combat Chit* : **#** non-[unit] [A] **units:**
  - +1 for **each** [A] *CombatTactic*
  - +1 for **each** [A] **3+** steps unit
  - +1 if [A] has **Elit** units
  - +1 if the [D] are *OutOfSupply*
  - +2 if the [D] are *Isolated*
  - -2 if Allied [D] played *Tactic* Screen
- **hit adjustments:**
  - **D-1** : [D] in *City/Town*, **IP** (remove it) or German in *Westwall*
  - **A-1** : [D] are all *Dispersed,OutOfSupply* or *OutOfFuel*
  - **A=∅** : [D] are all *Isolated*

GS Combat Resolution

- **evenly** distribute step loss between units and hexes
- Allied **step loss priority** : ▼ **#** multi-step ⇒ ▼ **#** single-step
- **Allied** [D] (2 hexes retreat ⇒ *Dispersed*) :
  - if it has retreated **2 hexes** : apply remaining hits as **step loss**
  - if **hits ≥ steps** or step loss implies **no ZOC** : **retreat 1 hex**
  - *HoldCheck* : **step loss** on ≤ **HV** + [D] **steps** (or **retreat**):
    - -3 if [D] *Surrounded* or *OutOfCommunication*
    - +2 if [D] have already **retreated 1 hex**
    - +2 if all [A] are across a *River* and [D] has not yet retreated
    - +4 if all **retreat** routes require a **step loss**
- **German** [A] :
  - 1st hit : **step loss**
  - up to **2 more hits** may be absorbed by becoming *Dispersed*
- **German** [D] : may retreat **1 hex/hit**, max 2 hexes + *Dispersed*
- **Allied** [A] (step loss priority : **most steps stack**) :
  - 1st hit : **1st step loss**
  - 2nd hit : *Dispersed* if < 4 steps or **2nd step loss**
  - 3rd hit : *Dispersed*
  - 4th + hit : **2nd step loss** or **ignore**

GS Combat Tactics

- **Airpower / Artillery** : linked to *Combat Chit*
- [A] **Assault Coordination** : inactive adjacent stacks may attack
- [A] [D] **Bug Out**
  - [A] may advance
  - 16-18 odds are ≥ 3:1 and *HoldCheck* fail : retreat **2** hexes, not *Dispersed* [A] may advance
  - 19+ 3+ steps, not *Surrounded* : move **highest #** unit into the nearest empty in *Supply* not *Proximate Position*
- **Combat Engineers / Engineers** :
  - [A] : +1 strength, remove **IP**
  - [D] : place an **IP** if possible unless *Combat Engineer*
- [A] **Corps Artillery** : like *Artillery* **and** draw a second card
- [G] **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- [G] [A] **Inf Infiltration** : +*Flanked* (not in *City/Town*), **-1 hex**
- [G] **Panzer/Tank Battalion** : +1 strength, + *Armor*
- [G] [A] **Press the Attack** : ∅ effects
- [G] **Reinforce Battle** : 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
  - Allied : stack with **lowest #**, preserve **Line**, protect **VP**
  - German [D] : reinforcing strength ≤ defending
  - [A] [D] **Screen** : max *Combat Chit* **-2**

2P Combat Tactics

- **Airpower / Artillery** : linked to *Combat Chit*
- [A] **Assault Coordination** : inactive adjacent stacks may attack
- [A] [D] **Bug Out** : retreat **2** hexes, not *Dispersed*, [A] may advance
- **Combat Engineers / Engineers** :
  - [A] : +1 strength, remove **IP**
  - [D] : place an **IP** if possible unless *Combat Engineer*
- [A] **Corps Artillery** : like *Artillery* **but** reshuffle if not empty
- [G] **Fixed Artillery** : *Artillery* within **FAR** from a *Westwall*
- [G] [A] **Inf Infiltration** : +*Flanked* (not in *City/Town*), **-1 hex**
- [G] **Panzer Battalion** : +1 strength, + *Armor*
- [G] [A] **Press the Attack** : ∅ effects
- [G] **Reinforce Battle** : 1 stack that did not attack or move in the current *Activation* may move and participate in the combat
- [A] [D] **Screen** : max *Combat Chit* **-2**
- [A] **Tank Battalion** : +1 strength, + *Armor*

GS 2P Unit States

- **Supply** : road from map edge + **4** hexes not through enemy :
  - *Roadblock, Bridge, City/Town,* unit and unoccupied **ZOC**
  - if crossing a *River*, the path is limited to **1** hex
  - *Westwall* **blocks** Allied *Supply* unless occupied
- **[unit]** :
  - may **not** attack on it's own
  - does **not** add to chit draw when attacking
  - **no ZOC** unless stacked, in *City/Town,* German in *Westwall*
- **Dispersed** :
  - has **no ZOC**
  - may **not** move, attack, advance after combat or build an **IP**
  - may retreat **only 1** hex (alos applies to units stacked with it)
  - if all defending units are *Dispersed* :
    - [A] may disregard **1 hit**
    - [D] may **not** use *CombatTactic,* Allied do **not** draw a card
  - Allied : *Dispersed OutOfContact* can't be taken as *Reserve*
- **OutOfFuel** :
  - may **not** attack, move, retreat, advance, deploy from *Reserve*
  - [A] may disregard **1 hit**
  - **cumulative** with *LowSupply* and *OutOfSupply*
  - do **not cumulate** with *Isolated,* the card is still discarded

GS 2P Supply States

- **LowSupply** :
  - **no** *CombatTactic* may be played in that unit's support.
  - may **not** receive *Replacements*
  - German : may **not exit** the map
  - Allied : may **not** lead an **attack**
- **OutOfSupply** *LowSupply* + :
  - may **not attack** or build an **IP**
  - if **mechanized** may move **only 1** hex
  - *OutOfSupply* only : [A] **+1** *CombatChit,* **disregard 1** hit
- **Isolated** *OutOfSupply* + :
  - has **no ZOC** (even if in *City/Town*)
  - **mechanized** may **not** move or retreat
  - **infantry** may move or retreat **only 1** hex :
  - may **not** exit an enemy **ZOC**
  - may **not** enter enemy *City/Town* or cross enemy *Bridge*
  - Allied : may **not enter** an empty *Westwall* hex
  - does **not** affect the placement of enemy *Reserve* unit
  - Allied : *Isolated OutOfContact* can't be taken as *Reserve.*
  - *Isolated* only : [A] **+2** *CombatChits,* **disregard all** hits
- **Surrender** : step loss **1-6**○ **1-4**● **1-2**●

GS Roadblocks

- the hex is considered **empty** (Allied Reserve Deployment)
- it has the following **effects** on German units:
  - it **blocks** *Proximity, Supply*
  - it **stops** adjacent *move* if **connected** to it by a **Road**
  - *Strategic Move* adjacent or would trigger **check not** allowed
- **place** a *Roadblock* on a roll ≤ **HV**, once par *Activation,* when a German unit *moves* into a hex **adjacent** to :
  - an empty *Position,* in Allied *Supply* on a **Road** hex
  - not a German *City/Town* or adjacent to a German unit
  - if **HV < 5** : not in Allied **ZOC**
  - **20+** : only if **VP**
- **remove** a *Roadblock* when :
  - an Allied unit **enters** its hex
  - during *Supply* Phase it is *OutOfCom* with German **or** Allied
  - during German *Activation* it is **adjacent** to an active unit :
    - if in *Supply* or **VP**, replace it on a roll ≤ **HV**
    - with an Allied **S** ▲ **#** *Reserve* ⇒ ▲ **#** *OutOfContact*
  - **matching** closest unit : *division* ⇒ *corps* ⇒ *army*
- **move** : move, advance or reinforce
- **check priority** : highest **HV** ⇒ **westernmost**

GS Allied Reserve Deployment

- **never** in German *City/Town,* **never** in danger of *Surround*
- **Method A** 16+ **S** ▲ **#** *Reserve* ⇒ 18+ ▲ **#** *OutOfContact*
  - within the *corps* boundaries
  - empty *Position,* in *Supply* were it occupied
  - *Proximate* to a German unit
  - not in Allied **ZOC** unless:
  - **HV** is **5+** or deployment fixes *OutOfCommunication*
- **Method B** 18+ **S** ▲ **#** *Reserve*
  - **first** with **same division** unit, in *Supply,* in *Communication*
  - **then** within the *corps* boundaries
  - empty *Position,* in *Supply* were it occupied
  - within **3** hexes of a Allied unit in the **same army**
  - within **4** hexes of a German unit
- **tie breaker** :
  - **first** within 3 hexes **same** *division* ⇒ *corps* ⇒ *army*
  - **then** highest **HV** ⇒ westernmost ⇒ closest to German
- **OutOfContact** :
  - not *Dispersed,* not *Isolated* in *Communication* and either is:
  - not *Proximate* and it's removal would not create a **GAP**
  - not *Surrounded,* **lowest #** in a **5+** steps or **8+** points stack

GS 2P December 16 Rules

- GS Allied 424,106,XVIII infantry ⇒ Reserve ⇒ infantry 16.1.V, Allied hex ⇒ hex 0608
- 2P German first plays 3 Impulses in a row (Allied can't play any card) in which he:
- GS first Impulse hand is 9 cards not 6, Allied Command Level is 10, he:
- 2P must activate formations in different corps, may not activate a unit twice
- may only play a card for Activation or CombatTactic
- may only attack, not move except for advance after combat and Reinforce Battle
- GS do not draw CommandCards for Allied units under attack
- only 1 German unit per activation may cross a Bridge (another may as if unbridged)
- Allied infantry move only 1 hex (unless via Reinforce Battle or 2P Raise the Alarm)
- 2P Allied may not blow Bridges or play Artillery, but may play Corps Artillery
- GS Allied Engineers do not blow Bridges, only place Roadblock or IP
- GS Allied Tactic Artillery is treated as a no tactic, Corps Artillery still occurs
- GS Allied do not deploy more than 1 unit from the Reserve
- GS Allied VIII.9A are also deployed by the XVIII Corps, within the VIII Corps area

GS Allied Activation

- a formation is eligible for activation if at least 1 unit is :
  - not Surrounded but in danger of Surround, not in a VP hex
  - Dispersed or OutOfContact or Wandering
  - eligible to place an IP (in Supply, not in City/Town)
  - 19+ can reinforce and reach a 2:1 with a Proximate enemy
- first activate Wandering behind enemy lines ▲ # :
  - out of Communication, not in City/Town, not Surrounded
  - reach an hex in Communication ⇒ Westwall ⇒ City/Town
  - or roll   1 : 1 hex in rearward direction
             2-6 : place in calendar n days ahead
- tie breaker : closest to an in Supply Allied ⇒ westernmost
- draw 3 action cards ▲ # ⇒ add IP ⇒ remove Dispersed
- Unit/Stack : the lead unit and any units it the same hex
- Protect VP : do not attack from a VP hex with < 4 steps
  do not vacant if Proximate or within 2 hexes of German
- Situational strength (A)/2 accross River) D) :
  - x2 : City, Westwall
  - +1 : non-VP Town, Forest, IP
  - -1 : Clear, OutOfSupply, OutOfFuel
  - -2 : Isolated
- Allied move ▲ # : ∅ hex ⇒ most MPs ⇒ fewest Allied

GS 2P Combat Retreat

- D units retreat together and end in the same hex, except to avoid overstacking at the end of the retreat
- Allied may break stacking but next hit is taken as a retreat
- Dispersed units and Isolated infantry may only retreat 1 hex
- VDH, OutOfFuel and Dispersed mechanized do not retreat
- never retreat into enemy City/Town (Allied : empty westwall)
- a 2 hex retreat ends Dispersed 2 hexes away
- take a lesser priority route to avoid elimitation
- retreat priority : not in enemy ZOC
  - or occupied by Allied unit in Supply
  - or empty in Allied Supply ⇒ 1 step loss
  - or occupied/empty not in Allied Supply ⇒ 1 step loss
  - only via River/Forest w/o Bridge/Road as a last resort
- Allied tie breaker : City/Town ⇒ closest to ▶ ⇒ westernmost
- German 16-19 : across army boundary as a last resort
- German : check for Roadblocks and 17+ Bridges
- if the retreat ended with friendly units that are attacked in the same activation, these retreating units do not count in that combat and are eliminated if the D retreat or are eliminated

GS Combat Advance

- A may advance into the vacated combat hex ignoring ZOC
- if D retreated 2 hexes or is eliminated (leaves no path) :
- A mechanized may follow the path of retreat if split off not from ZOC to ZOC or River/Forest w/o Bridge/Road
- only 1 A may cross a Bridge into an enemy ZOC
- only 1 A may cross an unbridged River and stop after, only if attacked through or following the path of retreat
- German 16-19 : may not advance across army boundary
- Allied A advance (▲ #):
  - do not check a lone [unit], treat stacked [unit] as 1
  - do not advance in danger of Surround unless into HV hex
  - preserve the Line unless if advancing into VP hex
  - only check the highest chance of advance

Route of Advance	# already advanced		
	0	1	2+
Primary or VP	Advance	1-7	∅
Secondary or City/Town	1-8	1-4	∅
other	1-3	∅	∅